



Players: 1-2 (2 Recommended)

Control the sea otter together as you swim away from the killer whale! Recover your stamina with yummy shellfish and make your way to the goal.



Stamina Gauge

The energy you need to swim.
Recover this by eating shellfish.

Sea Otter (Player)

Work together to move him.

Killer Whale (Enemy)

This will attack the sea otter.



Player 1 (1P) Controls

Directional buttons (up)	Move sea otter left
Directional buttons (down)	Move sea otter right
button	Dive

Player 2 (2P) Controls

button	Swim
button	Throw shellfish

• Tonzurakko™ Rules

- Watch out for killer whales as you lead the sea otter to the goal.
If a killer whale eats you, the game is over.
- 1P moves the sea otter left and right and makes him dive to help him avoid obstacles.
- 2P swims and throws shellfish at the killer whale to keep him from getting too close.

• Pay attention to your stamina

As the sea otter swims, dives, and throws shells at killer whales, he will get hungry.

Eat shellfish to recover your stamina as you make your way to the goal.



As you get hungry, the gauge depletes.



Big shellfish will recover lots of stamina!

The background features a stylized illustration of a sea otter and a killer whale. The sea otter is depicted in a light blue color, floating on its back. The killer whale is shown in a grey color, with its head and dorsal fin visible. The scene is set against a light blue background with white water splashes.

- Be careful not to go too fast!

If 2P makes the sea otter swim too quickly, 1P will find it more difficult to control him.

Be sure to communicate and work together to control him well.

- Overcome tough situations together

If you come across an ice flow that you can't get through, have 1P dive underneath it.

If a killer whale gets close, have 2P throw a shell at it to slow it down. Cooperate to overcome obstacles and reach the goal!

• Information

This game uses the  button,  button and START button for confirmations.

Use the directional buttons and , ,  and  buttons to move the cursor.

Use the  button to confirm choices at the save, load, and HOME screens.

• About fonts

The typefaces included herein are partially developed by DynaComware.